



## AP Literature Summer Project

All AP Literature students will turn in a summer reading project regardless of when you are scheduled for the course. If you are enrolled in AP Literature second semester, you will still need to turn in your project to your assigned teacher. Check your schedule for this information. All students are encouraged to purchase their own copy of the novel, *Lord of the Flies* by William Golding. If a student needs to borrow a book, copies will be available in the main office for sign-out.

### Project Requirements:

1. All students will read *Lord of the Flies* by William Golding.
2. All students will complete the project assignment
3. All students will complete the essay assignment

**Due Date:** All projects and essays are due on Tuesday, August 29<sup>th</sup>. NO LATE WORK WILL BE ACCEPTED.

### Project Assignment: You will pick ONE of the following projects to complete.

1. Create a newsletter that includes an article covering the rescue of the boys from the island as it might have appeared in one of their hometown newspapers. Some of the details may be invented but try to keep the tone of the news article the same as the tone in the story. Be sure to include a headline! Your newsletter must be a minimum of 2-3 pages in length. Use a plain, easy to read font. Consider using the MS Publisher program to create your newsletter!
2. Using fabric paint, markers, or.....create a T-shirt that could be sold at a book promotion for *Lord of the Flies*. Along with the title of the book, include at least one quotation that you believe best captures the essence of LOF, and illustrate a scene from the story. Write a single-spaced, one paragraph explanation of your T-shirt.
3. Draw or paint a “before or after” picture. Create an impression of one of the characters before he landed on the island and your impression of him after he’d been on the island. Use the book for details of his description. Write a single-spaced, one-paragraph explanation of your drawings, including 2-3 descriptive quotes. Your illustrations need to be large enough for peers to see from their seats on presentation day.
4. The conch is a symbol of social order and authority in the book. Make a display of other objects that are symbols in the novel. Beside each object, prepare a note card using quotes from the book to support the meaning you assign each object. Include a one paragraph explanation of your symbol gathering process.
5. Create a pictorial representation of the beast. Your visual could present a realistic or an impressionistic depiction. Be inventive with your choice of medium and design. Include a single-spaced, one-paragraph summary that explains your creation and includes one or more quotes from the novel to support your depiction of the beast. Your illustration needs to be large enough for peers to see from their seats on presentation day.

6. Make a 3-D model or draw a color map of the island. Include important locations such as Castle Rock, the scar, the bathing pool, the mountain, etc. Consult encyclopedias, photos, or videos of tropical locations for the appearance of coral reefs and tropical vegetation. With at least three quotes from the novel to support your model or drawing, write a single-spaced, one-paragraph summary that explains your creation.

7. Create a collage of no less than ten quotations for one of the major characters that illustrates his personality, his personal journey in the book. Consider consulting your signpost sheets, particularly the contrasts and contradictions charts for ideas about character conflict. Quotes must span the entirety of the book. Include page numbers for each quotation used. Spice up your collage with visuals and include a single-spaced, one-paragraph rationale that explains why you selected each quote.

8. Imagine that an illustrated edition of Lord of the Flies is going to be released. (Think graphic novel!) Choose ten scenes or events from the book that would make interesting illustrations. Describe what the pictures would show and tell where in the book you would insert them. Include with each scene illustration a quote from the scene to support your choice.

9. The Soundtrack: Make a 5-8 song CD. For each song or musical piece, print out the lyrics or describe the music. Write out an in-depth analysis that explains its connection to the novel (why you chose to include it on the CD). Create a case cover for the CD. Be artistic and neat! It should look like something you bought at the store. You must have a works cited page with this. Use text-based evidence such as quotations, symbols, themes, and situations to explain your choices.

10. Newspaper-- Create a newspaper that describes the major events of the novel. Your newspaper must include at least four of the following elements:

a news story, a review, an editorial, a feature story, a commentary, a cartoon, or a crossword featuring 15 words important to the novel

All must be somehow linked into the novel and created by you. Use quotes from the books for your interviews and feel free to embellish where necessary as long as everything is in keeping with the novel. A works cited page must be included.

11. Graphic Novel/Comic Book--Create a 20 frame comic book of a chapter in Lord of the Flies. You may draw your own or use a comic book generator online.

- Your comic book needs to cover an ENTIRE chapter from the novel
- Your comic book should be in color
- It should include conversation bubbles and any necessary text to explain a drawing.
- Must include an introduction (1-2 paragraphs) that explains what you tried to capture and why
- Works cited page

The quality of your project will be determined by the extent to which your scenes portray the entirety of the chapter, the quality and effort of the artwork. Use quotes from the text as your narration and dialogue but feel free to alter anything as needed as long as the ideas are unchanged.

12. Board Game or Video Game--Use text-based evidence to create a game! This project is to show your knowledge of the novel and to test others on their knowledge and help them learn more in an innovative way. While you may have some superficial (fact-based) questions, the majority of them should explore deeper levels of analysis of the novel (symbols, themes, issues, etc.). You may model your game on an existing one or create your own. Write a brief (2 paragraph) explanation of why you created the game the way you did.

13. Write a Eulogy--You were a friend of one of the boys who died. His parents have asked you to participate in a memorial service for your lost friend. Prepare a eulogy that you will deliver at the service. Be sure to include qualities of the character and recall times that you spent together. Feel free to embellish in keeping with that character. The eulogy should be at least three pages in length, double spaced, times new roman 12 pt. font. Quotes from the book must be included.

14. Take Part in a Trial--You are a member of a hung jury trying the boy responsible for one of the boys' deaths (you choose which of the two characters who died is the victim for this trial). All of the jury members accept the factual material provided by eyewitnesses. What influences were affecting the murderers? What were their motivations? What were their psychological states? Prepare a speech to give your fellow jurors to persuade them to take your side on where you stand concerning the levels of guilt and the punishments of the accused. At least 3 pages in length, double spaced, times new roman 12 pt. font.

15. Compose and Perform an Original Song--Choose a character, event, or theme from the novel and create a song. The lyrics should accurately reflect the details from the novel and the song should be at least two minutes long. You need to provide a typed copy of the lyrics to me by at least the day before (so I can make copies for everyone) and perform in front of the class on the day the project is due.

- Lyrics must be original
- The song should be at least 2 minutes long
- You will turn in a copy of the lyrics to me

16. Create Original Artwork--Draw or paint at least three significant scenes in the novel. (If you are making something larger, let me know and I will allow you to do fewer scenes.) Your work must accurately reflect details, symbols, and themes from the novel. Write an explanation (one to two pages) of what you did in the piece and why. Draw or Paint ONE of the 5 symbols found in *Lord of the Flies*

- Your drawing/painting must be original
- You must turn in the original copy
- You should include a written paragraph about the importance of the symbol you chose to draw/paint.

17. Write a Blog/Journal--Imagine one of the characters has a laptop with a magically infinite battery life (but no internet connection). He writes a blog recording the events on the island and his feelings, hoping that he will be able to publish it online once he is rescued. You can choose any character and the entries must cover the scope of the novel. (If you choose a character who dies, find a way to provide some brief information about his death and what happens later in the novel.) You must have at least 10 entries of 2 paragraphs each.

**Requirements: All Projects MUST meet the following guidelines:**

1. Your project must somehow reflect a deep and accurate understanding of the novel.
2. All written work MUST BE TYPED in Times New Roman 12 pt font, double-spaced, and neatly presented.
3. You must have source citation on a works cited page turned in with your project.

***Lord of the Flies* Project Grading Criteria -- TOTAL POINTS POSSIBLE: 100**

Development (30) How unique and creative was your project? How much original thought was put into it? Did you develop your ideas fully? Use quotes where required? Explain required quotes?

Focus (30) How well was your project organized? Does the structure make sense and add to the understanding of your ideas?

Conventions/Technical (30) Was your project free of technical errors? Was it neat? Was everything spelled correctly? Did you use correct grammar? (Visual and Written portions as they apply.) Did you follow all of the directions? Were all the requirements met? (Including satisfactory paragraph explanation if your project called for one.)

Style/Cohesion (10) Use of words, ideas, and visuals are strategic, purposeful, and engaging. Words and visuals add to the personal style of the project, serving to connect all aspects of your project.

**Essay Assignment: Pick ONE of the following essay topics to complete.**

1. **Symbolism:** Write a well-organized essay in which you discuss the following symbols and how they affect the meaning of the work as a whole.
  - a. The conch shell
  - b. The fires
  - c. The island
  - d. The pig's head
  - e. The spectacles
2. **Characterization:** Write a well-organized essay in which you classify each of the major characters into an archetype discussing how it contributes to the meaning of the work as a whole.
  - a. Ralph as the orderly forces of civilization
  - b. Jack as the primal, instinctual mind or militaristic mind
  - c. Simon as a representative of goodness and kindness
  - d. Piggy as a scapegoat
3. **Theme:** Write a well-organized essay in which you discuss the following themes and how they are exemplified in the novel.
  - a. Civilization vs. savagery
  - b. Loss of innocence
  - c. Innate evil in all humans
4. **Purpose:** Write a well-organized essay in which you point out and discuss how this story operates on the following three levels:
  - a. As an action/adventure story
  - b. As a psychological novel about people under stress
  - c. As a symbolic novel about the nature of humankind and the role of civilization

**Your essay will be scored based on College Board criteria using the attached rubric.**

Total points possible: 100. Your grade will be a project grade with 200 total points. Failure to complete this project will be detrimental to your 1<sup>st</sup> /5<sup>th</sup> quarter grade.